

IN THE CLAIMS

Please amend or cancel claims as indicated in the parentheses after the claim numbers:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
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14. (Canceled)
15. (Canceled)
16. (Canceled)
17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating a character ~~effigy~~ according to Claim 28, wherein said step of providing ~~a single~~ an item which is flexible and is configurable to ~~be planar~~ define a surface which is generally flat includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein said character feature is ~~defined~~ portrayed on said first

surface.

24. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item ~~to simulate the body of the character effigy.~~

25. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by rolling said item ~~to simulate the body of the character effigy.~~

26. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item ~~to simulate the body of the character effigy.~~

27. (Canceled)

28. (Currently Amended) A method of creating a character effigy, comprising the steps of:

providing ~~a single~~ an item which is flexible and is configurable to ~~[[be]]~~ define a surface which is generally planar flat;

defining portraying at a location on the ~~[[item]]~~ surface,
proximate a first edge thereof, an unobtrusive at least
one first character feature, dissociated from another
second character feature when the item is so configured,
said character features representative of ~~[[only]]~~ head characteristics, said feature features having no significant context of a complete character effigy when said item is ~~in a planar configuration~~ so configured in
a first configuration; and

manipulating the item between the ~~planar configuration and a~~
non-planar said first configuration and a second
configuration by overlapping a portion of the item onto
another portion thereof in a direction toward said first
edge, wherein, when the item is in the planar first
configuration, it serves a practical function, and, when
it is in the non-planar second configuration, it gives
context to a complete character effigy by simulating the
body of the character effigy with the character feature
features positioned appropriately with respect to the
simulated body formed by the item to ~~simulate~~ suggest the
character's head.